BODY SLAM
Super Pro Wrestling

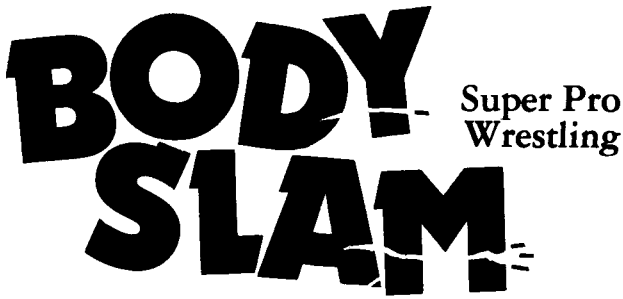
PSYCHO STORMTROOPER

Beginner 1
Amateur 2
Rookie 3
Veteran 4
Professional 5
Super Pro 6

ACTION KEY
ACTION KEY
ACTION KEY
ACTION KEY

9009 - W

INTELLIVISION™
Intelligent Television



Instructions
For 1 or 2 Players
THIS GAME
DOES NOT USE
HAND CONTROLLER
OVERLAYS

No. 9009

GAME PLAY Object of the game is to defeat your opponent in the ring using strength, strategy, and a bit of sneakiness. Each match consists of a series of four-minute rounds. The first wrestler to pin his opponent to the mat for a count of three seconds is the winner.

You control a wrestler selected from 12 different characters. Your opponent is a wrestler controlled by a friend or by the computer. If you choose a TAG-TEAM MATCH, you and your opponent each control TWO wrestlers who take turns in the ring.

There are 26 possible moves in SUPER PRO WRESTLING—drops, kicks, punches, etc. Before each match, you choose 4 to 9 moves (depending upon your selected skill level) that you will use in that match. During the match, YOU control when you use your moves against your opponent.

STARTING THE GAME Turn power **OFF**, insert cartridge, turn power **ON**, and press **RESET**. SUPER PRO WRESTLING title screen appears. Press any **KEY**.

ONE-ON-ONE or TAG TEAM Press 1 to select ONE-ON-ONE (each player controls ONE wrestler) or press 2 to select TAG TEAM (each player controls TWO wrestlers that take turns during the match).

PLAY AGAINST THE COMPUTER or AGAINST A FRIEND Select ONE PLAYER (press 1 on your hand controller and 2 on the other controller), TWO PLAYERS (press 1 on both controllers), or NO PLAYERS (press 2 on both controllers) to watch the computer play itself and learn its strategy.

Onscreen information for player using the **LEFT** hand controller is in GREEN; onscreen information for player using the **RIGHT** hand controller is in BLUE. When playing against the computer, you can use either controller. The other controller becomes the "computer's" controller.

SKILL LEVEL How many moves you can make during the match is determined by your selected skill level: the lower the skill level, the fewer the moves.

1. Beginner	4 moves
2. Amateur	5 moves
3. Rookie	6 moves
4. Veteran	7 moves
5. Professional	8 moves
6. Super Pro	9 moves

Each player presses the key, 1 to 6, to select skill level. Players may select different skill levels to handicap the match.

YOUR WRESTLER Press the **TOP** or **BOTTOM** of the **DISC** to review the 12 wrestlers you have to choose from. Judge their relative strengths and weaknesses when making your choice.

Beneath each wrestler's name are his statistics: Height, Weight, Strength (St), Coordination (Co), and Ego (Eg).

Height:The taller you are, the more you'll hurt your opponent when you throw him.

Weight:The heavier you are, the more you'll hurt your opponent when you land on him. (BUT, the heavier you are, the slower you are, both walking and running.)

Strength:The stronger you are, the more you'll hurt your opponent when you punch or kick him.

Coordination:The more coordinated you are, the more likely you are to take control when in a grapple. (Whenever two wrestlers walk toward each other and touch, they go into a grapple, grasping each other's body.)

Ego:The bigger your ego is, the more likely you are to stop after a successful move and gloat. The crowd will roar its approval and you'll gain stamina, but it'll give your opponent a chance to recover or to attack!

All of the wrestlers are, overall, evenly matched. Your strategy lies in selecting moves that exploit a particular wrestler's strengths and your skill in timing the use of those moves will determine the victor.

When the wrestler you want is on screen, press **ENTER**.

For a TAG TEAM MATCH, select TWO wrestlers. Consider your strategy when determining to choose two players with similar statistics or ones that have different strong points.

When playing alone, select a wrestler (or wrestlers) for the computer on the hand controller you aren't using.

PRE-SELECTING YOUR MOVES Each player pre-selects the 4 to 9 moves he or she will use during the match. There are 26 moves to choose from, described in detail later. Player 1 chooses first, then player 2.

Press the **TOP** or **BOTTOM** of the **DISC** to cycle through the move names. When one you want is highlighted in yellow, press ONE OF THE NUMBERED **KEYS** ON YOUR HAND CONTROLLER. That number will then be assigned that move. During the match, press that number to use the move.

The highest number you can assign is determined by your skill level. For example, a ROOKIE can assign 6 moves to **KEYS** 1, 2, 3, 4, 5, and 6.

After assigning all your available keys, press **ENTER**.

After Player 1 presses **ENTER**, Player 2 selects moves in the same manner.

When competing against the computer, it will select its own moves, or you may override its selection using the other hand controller. Press **ENTER** on the computer's hand controller to continue.

GOING TO BATTLE The match starts with the wrestlers entering the arena. Once in the ring, the **LEFT** hand-controller wrestler (GREEN onscreen information) is in the bottom left corner, the **RIGHT** hand-controller wrestler (BLUE onscreen information) is in the top right. Let the battle begin!

The match consists of a series of four-minute rounds. There are an unlimited number of rounds; the match continues until a player wins or until a draw is declared. Before each round, Lola the Round Girl will display the round number. While Lola is on screen, either player may press **CLEAR** to display a menu of the moves selected and what keys they are assigned to. Each player must press **ENTER** to continue (press **ENTER** on both hand controllers when playing the computer).

MAKING YOUR MOVES (CONTROLS) Use one of your pre-selected moves against your opponent by pressing the key you assigned to that move. Make sure you know when you can use a certain move (while running, in a grapple, etc.) by familiarizing yourself with the list of moves BEFORE you play!

In addition to the pre-selected moves, either player can control other actions of the wrestlers:

Walking:Press the **DISC** in the direction you want to walk; release the **DISC** to stop. You always face your opponent when walking or standing.

Grappling:Walk up to your opponent. When you touch, the two of you go into a grapple, grasping each other's body. You can walk away from a grapple or press a numeric key to use a pre-selected grapple move (quickly, before your opponent does!).

Running:Press the **DISC** to start walking, then, *while still pressing the* **DISC**, press any **SIDE ACTION KEY** to start running. Press **DISC** again to stop. You face the direction you are running.

Climbing Ropes:You can climb either of the two TOP corner posts: when next to a post, press the **TOP** of the **DISC**. When at the top of the post, you have until a count of 5 to either use a pre-selected jumping move (one of your assigned keys) or to climb down. Climb down by pressing the **BOTTOM** of the **DISC**. STAY ON THE ROPES TOO LONG AND YOUR OPPONENT IS DECLARED THE WINNER! Keep your eyes on the warning timers in the upper corners of the screen.

Climbing In or Out Of The Ring:If your opponent is thrown from the ring, you can climb out and chase him down. Move to the bottom of the ring and press the **BOTTOM** of the **DISC**. You have until a count of 20 when outside the ring to fight. To climb back into the ring, move your wrestler to the base of the ring and press the **TOP** of the **DISC**. STAY OUT OF THE RING TOO LONG AND YOUR OPPONENT IS DECLARED THE WINNER! Again, keep your eyes on the warning timers in the upper corners of the screen.

Picking Up a Downed Opponent:If your opponent is on the mat, stand over him and press **CLEAR** to lift him into a staggering position. As he hears the cuckoos, you'll have time to make your next move.

Switch to Other Wrestler (TAG TEAM MATCH ONLY): When you start getting tired (losing stamina), move back to your starting corner (left controller: lower left; right controller: upper right) and press 0 (ZERO). You will switch to your other wrestler. Wrestlers' stamina is replenished when not fighting. The longer you leave your Tag Team partner out of the match, the more his stamina will increase.

Pinning Your Opponent:The winning move! Your opponent is down -stand over him and press **ENTER**.You will land on top of him and the count to 3 will begin. During the count, you are unable to use other moves (hand controller disabled). If your opponent is strong enough to get you off of him, your controller will again become active and play resumes.

Escaping A Pin:Rapidly press the **DISC**: if you still have the stamina you can bump him off and stand up. In an emergency, press **ANY SIDE KEY** for a burst of power that will usually get you to your feet, but at the cost of much of your stamina.

If you have the "Possum Roll" move assigned to a **KEY**, you can try this move to get up and away in one smooth motion.

STAMINA As you suffer damage at the hands of your opponent (or at your own hands if you mis-time your moves), you will notice your stamina score (at the bottom of the ring) begin to drop. The lower it gets, the more vulnerable to being pinned you become. When each round ends, you will recover a little, preparing you for the next round's barrage. Keep your eye on the "Round Timer", located at the bottom center of the ring. If you have been hurt a lot, you may wish to avoid conflicts until the round ends.

IMPORTANT: Whenever a wrestler is GLOATING, his stamina is increasing!

ENDING THE MATCH A wrestler is declared the WINNER when:

1. His opponent is pinned for a count of 3 or: 2. His opponent is on the ropes for a of 5 or: 3. His opponent is out of the ring for a count of 20.

A match is declared a DRAW when:

1. BOTH players are on the ropes for a count of 5 or:
2. BOTH players are out of ring for a count of 20.

PLAY AGAIN You have three options for playing a new match:

1. Choose New Wrestlers: Gives both players the option to choose a new wrestler new wrestlers) and new moves.

2. Choose New Moves: Both players keep the same wrestlers, but have the option to change some or all of their moves.

3. Restart the Match: Play again, both players using the same wrestlers and moves.

STRATEGY TIP

When selecting your moves, choose a good crosssection of different types so you're covered no matter what situation you find yourself in. When assigning them to numbers, group moves by type. When playing at the Super Pro level, for example, you might assign running moves to the top row (1, 2, 3), grappling moves to the middle row (4, 5, 6), and defensive moves to the bottom row (7, 8, 9). If there is a move you consistently choose, such as the defensive Possum Roll, you might want to always assign it to the same number so its use becomes reflex.

BODY SLAM
Super Pro Wrestling

MOVES

GRAPPLE MOVES When wrestlers walk toward each other, they will automatically go into a grapple, grasping each other's body. The following moves can only be used when players are in a grapple. Rapidly press and release the **KEY** assigned the move: your timing and your wrestler's ability will determine its success.

Body Slam: Hoist your opponent over your head and heave him to the mat. If you are standing near either side of the ring, you will heave him OUT of the ring. You only use this move in the ring.

Knee Butt: Give your opponent a swift knee between his legs. This should make him think twice about grappling with you!

Face Masher: Following a brief headlock, quickly bash your opponent's face. The coordinated you are, the more bashes you will land.

Iron Claw: Grab your opponent's face and give him a good shaking. The more coordinated you are, the more shaking you'll do and the more he'll be hurt!

Brain Buster: Lift your opponent over your head, turn him upside down,then drop him on his noggin. He'll see stars!

Back Breaker: Lift your opponent over your head, then drop his back onto your knee. His bones will crrrrrrrunch!

Spin Heave: Grab your opponent by his heels, spin him around, then let go and watch him fly out of the ring onto the cement floor! You may only use this move in the ring.

Flip Kick: Surprise your opponent with an agile back flip that ends with a square kick to his jaw.

Suplex: Spin around behind your opponent and lift him onto your shoulder. Before he can admire the view, drop him head-first to the canvas.

Rainbow Punch: Headlock your opponent, then belt him with a devastating uppercut. The rainbow part is what he looks like as he floats up through the air and then drops like a stone outside the ring. You may only use this move in the ring.

Rope Sling: Headlock your opponent, then whip him across your body and start him running helplessly into the ropes. While he is running, move away from his path and prepare to belt him with some other move. Act quickly; he'll come to his senses soon!

Head Butt: Give your opponent a good piece of your mind...with your head still around it. After this brief skull session is completed, only one wrestler will be left on his feet–you.

Pile Driver: Lift your opponent upside-down, with his head even with your waist. Then sit down. You'll land softly, but he'll get a splitting headache.

ON THE MAT The following defensive move can only be made when you are flat on the mat (or, if outside the ring, on the floor).

Possum Roll: After your opponent has in some way crashed YOU to the canvas, you lie there waiting for his next attack. Then, after he has committed himself, you roll away, leaving only air between him and the mat. This is also handy for getting back up to your feet if the enemy is standing near you.

STANDING MOVES These moves can only be made starting from a standing, stopped position. Once you press the **KEY** assigned the move, it'll proceed, with success based on your wrestler's abilities, how close your opponent is, and your timing.

Quick Jab: A quick punch with no wind-up. Watch your opponent's head snap back in pain! Good up-close move: you can get many of these off very quickly.

Bazooka Punch: A devastating punch, which, if landed, causes your opponent to go flying across the ring. This punch requires a wind-up, during which your opponent may be able to attack you.

RUNNING MOVES These moves can only be used from a running start. Run toward your opponent (or into the ropes and bounce toward him), then press the **KEY** assigned the move when you are close. Timing is essential or you'll miss him entirely!

Chest Smash: Jump at your opponent, smashing into him chest first. If you miss, you land flat on your face!

Drop Kick: Jump at your opponent, smashing into him feet-first. If you miss, you land flat on your back, vulnerable to a pinning!

Cross Chop: Hit your opponent with your elbows. Does a lot of damage if timed correctly!

Clothesline: Smash your standing or staggering opponent in the neck with your out-stretched arm, dropping him to the mat.

Mega-Leap: Defensive move to escape your opponent. Jump, execute a full somersault for good measure, and land in the opposite corner of the ring. Also handy for getting back into the ring when used directly at the base of the ring.

ON-THE-ROPES The following move can only be made when you are standing on the ropes.

Giant Splash: Launch yourself as a human projectile onto your opponent. If you miss, though, this one is VERY painful.

OTHER MOVES The following moves can be made in more than one type of situation.

Duck And Cover (standing or running):Defensive move. You simply duck out of your opponent's way. Whether he's running or jumping at you, he'll miss or trip over you and fall to the mat.

Power Kick (standing or running): The most deadly kick in your arsenal. When landed correctly your opponent will go sailing out of the ring, where he will experience a very painful landing. You may only use this move in the ring.

Elbow Drop (running or on-the-ropes):A vicious drop to your opponents body with your elbow leading the way! This move may be performed TWO ways:if your opponent is down, you can run at him to do the drop or, if you've climbed the ropes, you can drop on him while he's up.

Flying Sit Drop (running or on-the-ropes):Same as the Elbow Drop (above), but with your caboose leading the way (and the larger your caboose, the larger his pain)!

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